

Action Adventure Game
for the SEGA
Burglar Bill



Written by

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For **Poseidon Software**
New Zealand



BURGLAR BILL

While doing the rounds of the local village one dark night, Bill comes across a large dark mansion situated on top of a small hill. Seeing no lights on, Bill decides to check the place over. Inside, Bill comes across a large, wooden door. Opening the door, Bill makes his way down the winding stairway into the darkness below ...

Your Job:

Guide Burglar Bill through the many cellars of the mysterious mansion, collecting the treasures scattered through them. But beware! Each room is guarded by deformed creatures under the control of their creator, the mansion's owner.

Also, poison tipped objects litter the cellars making your passage through them very dangerous. After collecting the five objects from each room, a door allows access to the next of the ten rooms, with a new challenge in store for you.

Loading Procedure:

Type: Load (CR), and press Play/Load on tape. When the screen comes up with "Loading End", press (CR) again, and wait for the next two parts of the program to load. Only stop the cassette when the title screen comes up.

To Play:

Plug a joystick into port 1. When the title screen comes up, press the fire button to play. Use the joystick to move left and right, and the fire button to jump. Once your game is finished, you may have the chance to place your name on the highscore table. To do this, select each letter by using the joystick.